



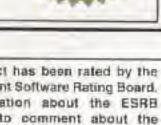


INSTRUCTION BROHLET

VUE-VNFE-USA

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB et 1-800-771-3772.

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Then-k you for selecting the Nester's Funky Bowling™ Game Pak for the Nintsndo® Virtual Boy™ system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

## A WARNING

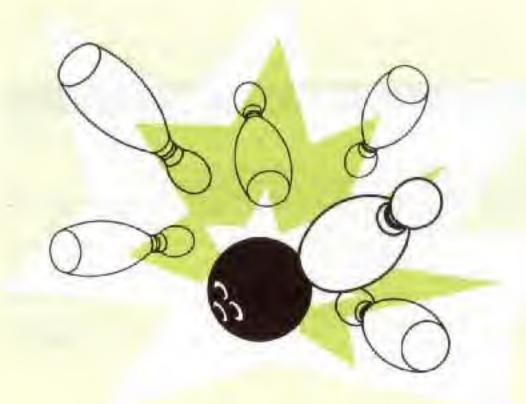
This product MUST NOT be used by children under the age of seven (7) years. Anticial identity vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Refere using the Virtual Boy, parefully each the Virtual Boy Instruction Ecolulation and the Consumer Information and Precautions Bookiet. Before playing, make sure that you correctly adjust the hardware, including the IFD and FOCUS. Do not play if you are feeling fired. Discontinuouse immediately if you feel diszly, independed on fired on if your eyes, hart or become strained. Do not use unificensed or counterfelt games. Failure to follow all instructions could injure you and counterfelt series damage to your vision or heating.

Fe' additional copies of the Virtual Boy Institution Booklet, cell 1-800-265-3700.

#### CHOKE HAZARD . SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Rubbes and young children could choke on the Visual Boy Game Pak power. Keep the Game Pak cover out of reach of small children.



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## Before Starting The Game

When using the Virtual Bay system, severa adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses at contact lenses, be sure to wear them white using the Virtua Bay.

therethe Game Pak into the Virtual Bay, then turn the power switch located on the front of the controller to the GN position. When the screen pictured to the upper right appears, continue with the PD and FOCUS adjustments.

Pless START in display the "PD and FOCUS adjustment screen." Both adjustments are made using this screen. Typon Scy organization of the same research of the same from a top organization





When the batteries begin to get low, the indicator shown here appears on the screen.



## **IPD** Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the later Pupil Distance).

While looking at the odjustment screen, turn the IPD dial located an top of the Virtual Boy until you can see a mark in all fear corrects of the screen, as shown in the following. Itsatrollon:





The best adjustment may allow you to see only three marks of four slightly blumed marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.

## **Focus Adjustment**

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER. POSITION as marked on the housing. For most people, the center position should give the clearest image. If the image is still ruzzy, then adjust the FOCUS slider right or left unit the image is sharp and clear.



#### Bright Co. Co.

White ploying the game, press SELECT to view the IPD and Facus Adjustment screen. After making any necessary adjustments to the IPD and Facus, press SELECT to retrim to the game.

#### -0.00

If you are playing a two player game, make these adjustments between each frame as you switch to the next player.



## **Automatic Pause Function**

Each Virtual Boy Game Pak contains an automatic pause function that will cause the game to pause after about 20 minutes of game play. When the game pauses, take a break and give your eyes same rest. To resume game play, press START.

After completing the IPD and FOCUS adjustments, press START and the screen pictured to the upper right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS soft the automatic pause to GN. To override the setting, use + to + on the L+Control Pod, then press START to begin the game.

After playing "Nester's Funky Bowling" for approximately 15 minutes, the game will present you with the Game Auto Pause Screen. At this point, please take a broak and give your eyes some rest After your rest is completed, press START to resurre the game.







A long time ago, a sounky little bay named Nester ruled the pages of Nimenda Tower magazine's comic section. Carice led as ever, Nester is breaking into the new genre of video games with the first 30 powling game. Stine your shoes and half your built you're going bowling! Nester and his twin sister. Hester, treat you to a fantast-signme of lanack the plas down. This 3D bowling experience is fast paced and red her. Both bowlers are competitive and very involved in their games. You'll agree as you witness some of their Funky expressions. Are you up to a challenge?





Mester is a concented video garrie player and a national small aleck. Years ago, he heagled his way to somic stordom in the pages of Mintenda Pawer magazine. After a glorious pure horry-something socies, Netter called it quits. His wanto's to prove that he wasn't just another comic norm.

He spent a couple of years as a struggling actor before coming back to his broad and outloo, VIDEO GAMES You thought Nester was bade. You should get a land of his own-confident win sister. Hester. A whapping three minutes older than Nester. Hester is quite sure not the in superior to be like brother in every way.

Deep down, Herer has always believed that she could have been a bigger star than Naster, Well, she linully has a chance to prove tersalt. Will you selp Herrer, or will you selp Nester?

## **Controller Functions**

1000

Accepts options on the Options Screen and Configure Screen • Pauses the game during play. Activates Spin & Power meters during game play • Accepts options on the Configure Screen

#### 100

offens

No functions

Chappes menu

lems & moves

during game play

Switches options on the Options
Screen and
Configure Screen
Brings up IPD and
Focus Screen
during game play



#### -

Activates Spin & Power meters during game play • Cancels options on the Contigure . Screen

Turns Power and off

8

## How to Bowl



Position the bowler with the L and R +Control Pads.

Press the A or B Button to select the ball spin with the on-screen Spin Meter.





Press the A or B Button to select the power with the on-screen Power Meter.

## Options Screen

The Options Screen automatically appears after the Title Screen fodes.

Make your choice from these selections:



L. Total

Select TRUAYER or ZPLAYERS 4,000

Select BOWL, PRACTICE or CHALLENGE Select A, B, C or OFF

TPLAYER

One player bowls a single game

#### BOWL

Pluy a normal game of howling. Seles the music your want to hear white you bowl

#### 2PLAYERS

wo players alternate avery frame.

#### NOTE:

Press SELECT to bring up the IPD and Focus Adjustment Screen. Make adjustments between each frame or you switch players.

#### PRACTICE

Set up pins to practice your skills.

#### CHALLENGE

Practice computerpenerated shots

## Configure Screen



#### 11.00

Press \* cr \* on the L or R +Control Pad to change the letters/numbers. Press \* or \* on the L or R +Control Pad to make the cursor between the four spaces.

#### DOMESTICS OF STREET

Press • or • on the Lor R +Control Rad. to switch to Nester or Hester.

#### officer research 12, part

Press + or + on the L or R +Control
Pad to switch to a left or right-banded
bowler

#### AND THE PROPERTY OF PERSONS AND

Press: \* or \* on the L or R + Control Pad to select the weight [B to 1 & paunds).

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## Scoring

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JEFF.	4	14	111	4	-	4	_	1	

- . There are sen frames in a pome of bowling
- . There are less pine, in pour mains
- You may throw two bolls per frame.
- . Your objective is to know down all ten pins in each trans-
- . If you knock skylen as few pane with your liver ball. I'm a Strike.
- If you don't knock down all of the pins with your first ball, and you knock down the remaining pins with your second ball, it's a Spare.
- . If you Stilke to Spare in the teath frame, you may throw a third but

. 1		2	-3
	5	4	
1.0			

If you strike, your scare it ten points, plus whatever you get with your next two throws.

If you know agwn 5 a as with your cest har and 4 sine with the fallowin; ball, you get 19 solms.



Fyou Spites, your score is ten points, plus who level you get with your pear throw

It you knack down 6 pas with you next ball, you get 16 paints.



Unless you Spare, or 5mile, your

d year kreack phown B pune, your got B points

### IMPORTANT:

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#### WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You say need only simple instructions to correct any problem with your product.

Call he Consider Assistance Historical 1-8000256-3700 miner tree going to your arrater. Hours of operation are 5 a.m. to 7 p.m., Pacific Time, or Sundays (hours aritical tenthonical). If the problem control of colors over the Jeonatrine, you will be referred to the network INTENDED REPAIR Consider you will be offered deposits faults years to be invested in some instances. If now a recovery for you at the complete promote FERGET PREPAID AND WASHEET FOR ICOSE OF DAMAGET, traffic nearest service keyling.

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